TRENDMASTERS

Kimiko the Baby Byte

virtual cyber tot

INSTRUCTIONS

CONGRATULATIONS! Kimiko the Baby Byte™ has found a new home with **YOU**! As she grows up, Baby Byte needs your loving care. Carefully read these instructions to become the best Baby Byte parent ever!

Before you start, remove the plastic tag from the back of your Baby Byte™ unit!

ICONS

*Each picture or **ICON** stands for something you can do with Baby Byte™. Read below to find out what each one does!*

MOVING AROUND

The **LEFT** and **RIGHT** buttons let you view each icon. The **MIDDLE** button lets you perform the activity for the selected icon.

For instance, press **LEFT** or **RIGHT** to select the **DRINK** icon. Then press the **MIDDLE** button to give Baby Byte™ a drink. It's easy!

CLOCK **PM**

You must set the clock before starting the game or after you reset the game. Push the left button to set the hour and the right button to set minutes. The PM icon appears when you set an afternoon or evening time. The PM icon is not shown in the morning hours. Press the middle button to start the clock running and bring Baby Byte™ to life.

To view the time, press the left or right buttons until the PM icon is flashing. Press the middle button.

ATTENTION

Baby Byte™ **BEEPs** when she is hungry, thirsty, sick or when she wants your attention. You must decide how to make her happy and healthy again. There are lots of different ways!

BOOK

Baby Byte™ grows up smart when you read a **BOOK** together. Press the left or right button until the **BOOK** icon appears. Press the middle button to activate. Watch her **IQ** go up!

CLEAN UP

A clean room keeps Baby Byte™ healthy and happy. Press the left or right buttons until you see the **BROOM** icon. Press the middle button to clean up. The more you clean, the healthier Baby Byte becomes.

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SHOTS

If your Baby Byte™ gets a fever, she may need a shot. Press the left or right buttons until the **SHOTS** icon appears. Press the middle button to give Baby Byte a shot. She may cry, but a piece of candy can make her happy again.

MEDICINE

When Baby Byte™ is sick, push the left or right buttons until the **MEDICINE** icon appears. Push the middle button to give her some medicine. Baby Byte may need more than one dose. Be careful! Too much will make her worse.

Baby Byte™ tells you she's sick when she gets a **FEVER** (see reverse side).

DISCIPLINE

Sometimes you must discipline Baby Byte™ to keep her well behaved. Push the left or right button until the **DISCIPLINE** icon appears. Press the middle button to discipline Baby Byte if she:

1. cries for no reason
2. won't eat when she's hungry
3. runs away but comes back when you call

Always balance her discipline with love.

CALL

If Baby Byte™ runs away or acts sad, push the left or right buttons until the **CALL** icon appears. Press the middle button to call her name. Select this activity often. She loves it!

If Baby Byte™ runs away, push the middle button several times and she might come back.

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WATER

As an infant, Baby Byte™ will only drink water. As she gets older, she needs plenty of water to grow big and healthy. Press the left or right buttons until you see the **WATER** icon. Press the middle button to give her a drink.

FOOD

Yummy meals make your Baby Byte™ grow healthy and happy. Press the left or right buttons until the **FOOD** icon appears. Press the middle button to feed her. Too much food can make Baby Byte's tummy upset.

CANDY

Baby Byte™ loves candy! When she's good, push the left or right buttons until the **CANDY** icon appears. Push the middle button to give her a piece. Too much candy can make your Baby Byte sick or make her IQ go down.

DISPLAY SYMBOLS

Is your Baby Byte™ growing up happy, smart and healthy? There are lots of ways to tell! Check the icons at the bottom of the screen several times each day.

ANGRY

If a **FROWN** face appears on the left side of the screen, Baby Byte™ is unhappy. It's up to you to find out how to make her happy again. Try cleaning her room, playing a game or calling her name until the frown face disappears.

FEVER

If the **FEVER** icon appears, Baby Byte™ is sick and needs your care. Select the medicine, shots or broom icons until the fever goes away.

HUNGRY

The empty **TUMMY** means your Baby Byte™ wants some food or water. Select these icons until the tummy icon goes away. Don't let her fill up on candy!

RUN AWAY

When Baby Byte™ disappears from the screen and the **RUN AWAY** icon appears, she might come back if you call. If she runs away for good, you must reset your Baby Byte and start the growing up process all over!

SLEEP

If you set the clock to the correct time, Baby Byte™ may sleep on the same schedule you do! Her eyelids lower and she "snores" when she's asleep. Check up on your Baby Byte™ each morning in case she needed your care while you were asleep.

AGE Age

Press the left or right button until the word **AGE** appears. Press the center button to see how old Baby Byte™ is. For example, 2:07 = 2 years, 7months. How old will your Baby Byte™ grow?

SMART BABY IQ

Press the left or right buttons until the **IQ** icon appears. Press the center button to find out how smart your Baby Byte™ is. She is born with an **IQ** of 100. Her **IQ** can go as high as 255. Find ways to make her smart, like playing games or reading books together!

WEIGHT Kg

Press the left or right buttons until the **Kg** icon appears. Press the center button to find out how big Baby Byte™ is. Her weight is measured in kilograms (**Kg**). This number will get higher the more she grows.

MOOD

Press the left or right buttons until a **FACE** appears at the bottom of the screen. Press the center button to find out Baby Byte's™ mood. Do you see a happy face or a sad face? The more bars next to the face, the stronger her mood. 4 bars means very happy or very sad. Find all the different ways to change her mood!

HEALTH

Press the left or right buttons until the **HEART** icon appears. Now press the center button to check your Baby Byte's™ health. 4 bars means she's very healthy and loving. To increase her health, try giving medicine or cleaning up her room.

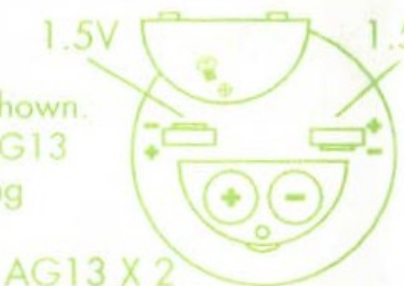
WATCH HER GROW!

Your Baby Byte™ starts out small and grows each day. How she looks depends on the care she gets from you. If you neglect her, Baby Byte will grow up sad and ugly. But if you give her lots of care, she will grow up a beautiful, smart cyber tot!

EXPRESSIONS

Your Baby Byte™ has almost 50 different facial expressions! Watch her wink when you play together and frown when she's sad. She opens her mouth to eat and makes a teasing face when she's full of mischief!

TO REPLACE BATTERIES:
Unscrew hatch on back as shown. Replace old batteries with AG13 button cell batteries observing polarity.



CAUTION: Batteries should be replaced by an adult.

- Do not mix old and new batteries.
  Do not mix Alkaline, Standard(Carbon-Zinc), or Rechargeable(Nickel-Cadium) Batteries
- Different types
- Only batteries
- Batteries are t
- Exhausted bat
- The supply ter
- Do not use rec
- Non-recharge
- The packagin
  d.c.

SOUND

Baby Byte™ makes a 3-note beep when she wants something or when she's happy. She makes a sad beep when she doesn't like what you're doing. Turn sound off by pressing the left and right buttons at the same time.

START OVER

Next to the 3 main buttons is the **RESET** key. Use a pencil tip to **HOLD** the key in until the display lights up all over (about 3 seconds). Now set the clock and raise a new Baby Byte™!

OOPS!

Don't drop your Baby Byte™! The unit may reset and she will start growing all over again!

- of batteries or new and used batteries are not to be mixed.
- of the same or equivalent type as recommended are to be used.
- be inserted with the correct polarity.
- eries are to be removed from the toy.
- minals are not to be short-circuited.
- hargeable batteries.
- able batteries are not to be recharged.
- has to be kept since it contains important information.

GAMES

After Baby Byte™ is born, you can play "Rock Scissors Paper" together! Paper wins over rock. Scissors beats paper but loses to rock.

1. Push the left or right buttons until the **SCISSORS** icon appears.

2. Push the middle button to **PLAY**. Now all 3 icons are flashing.

3. Choose **ROCK** (middle button), **SCISSORS** (left button) or **PAPER** (right button).

A happy **BEEP** means Baby Byte™ wins! You want her to win because the more she wins the smarter Baby Byte™ becomes! Push the middle button to play again.